

<b><u>8-Ball Rules Comparison Summary</u></b>	<b>BCAPL of NKY (with rule number from rule book)</b>	<b>APA</b>
who breaks	(1-13) winner of lag first then alternating as marked on scoresheet	winner of lag, then winner of previous game
who racks	(1-14) rack your own breaks	not the breaker
calling shots	(1-16) call your ball and pocket on anything not obvious, no "patching" needed	slop, except you must "patch" your pocket on the 8 ball
lagging	(1-27) loss of lag if ball crosses long string (center)	not a loss of lag for crossing center, relag if they touch
object ball knocked off table	(1-28 & 2-7) foul, ball stays down, ball in hand to opponent	no foul, spot the ball at end of shooters turn
any accidental contact with 1 object ball	(1-33) foul only if it affects the shot or more than 1 object ball is disturbed, otherwise opponent chooses if and where to restore its position	roll it back
jump cues	(1-34 & page 16) allowed	not allowed
rack	(2-2) 8 ball in center, stripe and solid on opposite bottom corners	8 ball in center, corner balls and pattern not specified

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fouls during legal break (including scratching or knocking object balls off table)	(2-3) opponent ball in hand anywhere on table, knocked off balls not spotted	ball in hand in kitchen
lack of legal break (including miscues)	(2-3) opponent chooses to either rerack and break, or have original player rerack break again	rerack, same player breaks again
8 on break	(2-4) breaker chooses either spot 8-ball and continue or rerack and break (not an instant win)	instant win
8 on break and scratch	(2-4) loss of turn, opponent chooses either spot 8-ball and with ball in hand anywhere or rerack and break (not an instant loss)	instant loss
make a ball on break	(2-5) still open table	take what you make
call safe before making a successful shot	(2-8) opponents turn	shooter keeps shooting
shooting at 8, pocketed and scratch	(2-9) loss	loss
shooting at 8, not pocketed but scratch	(2-9) not a loss, ball-in-hand to opponent	loss